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STREETBALL



Create-A-Move Editor



Play as AND 1[®] Legends



Innovative I-Ball™ Controls



XBOX
LIVE



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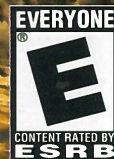
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XBOX

MONSTER

4x4

WORLD CIRCUIT



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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CONTROLLER SCHEME

MENU CONTROLS

Use the left thumbstick or D-pad to navigate the menus of MONSTER 4X4: WORLD CIRCUIT. To confirm your choice, press the A button. To go back, press the B button.

GAME CONTROLS



GAME MODES

SINGLE-PLAYER MODES

Quick Race

Play right away with a monster vehicle, which you can choose from the list of vehicles that you've unlocked.

You can then customize the monster vehicle (each one has different mechanical features), choose the track on which you'd like to race from the list of available tracks (only unlocked tracks will be available), and pick the type of race you want to play. Then, set the number of laps (from 1 to 5) and the number of opponents (from 0 to 5) to begin play.

The Monster League Competition (World Circuit)

The main competition in the single-player game is a full-season competition with a variety of challenges. When you start a new Monster League competition, you'll have to choose the type of vehicle you'd like to compete with, customize it, and then choose from one of the available event schedules. While completing the events available, new events will be unlocked – there are 60 in all!

Every event presents new challenges or modes of play, such as:

- **Normal Race:** You will compete on a track against five other opponents.
- **Reverse:** As the name says, it's the same as Normal Race mode, played backwards.
- **Dual Mode:** You will compete against another opponent in a one-on-one, single-lap race.
- **Pure Racing:** As the name says, this is a pure racing mode. No triggers, no stunts, no ramps – and no obstacles on the road to slow down your opponents.
- **Reverse Pure Racing:** As the name says, it's the same as Pure Racing mode, played backwards.

MULTIPLAYER MODES

Race

Play with up to two players in a single-race event in split-screen. Each player will choose a previously unlocked monster vehicle. Then, it's up to player 1 to choose an unlocked track and set the race options (e.g., Quick Race mode without other opponents).

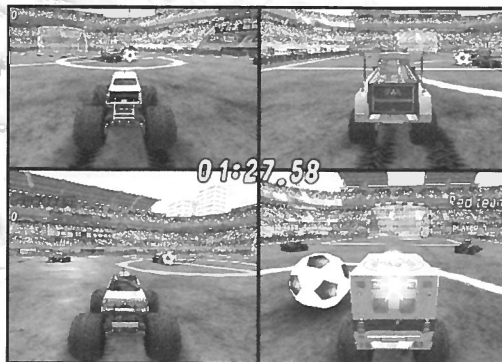
Mini-Games

Play with two to four players in four different, challenging mini-games (see next page).

Monster Soccer

As the name says, score as many goals as possible to win the match!

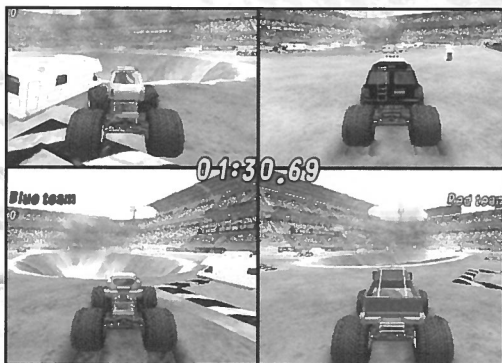
Goal	Camera	Players	Teams	Time
Score goals	Up	4	Yes: 2 on 2	3 min



Fire Pit

The main goal is to knock dummy vehicles into the hole. Extra points are given if a player succeeds in pushing an opponent into the hole. If a player falls inside the hole, he loses points and has to restart away from the hole.

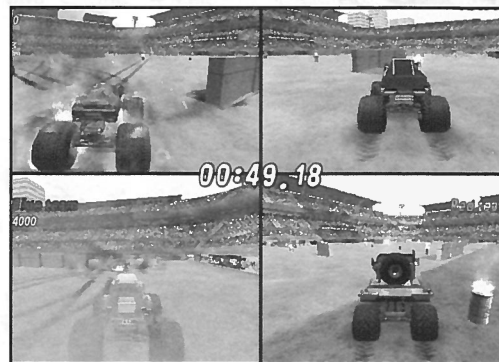
Goal	Camera	Players	Teams	Time
Score points	Normal	4	No	3 min



Monster Combat

The main objective is to hit the other opponents with barrels.

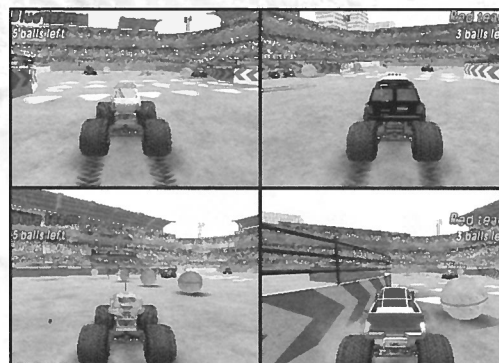
Goal	Camera	Players	Teams	Time
Score points	Normal	4	No	3 min



Monster Ball

Your main objective is to push all the balls to your opponent's side of the pitch.

Goal	Camera	Players	Teams	Time
Throw all the balls to opponent side	Normal	4	No	3 rounds



OBJECTS

Hot and Cool Elements

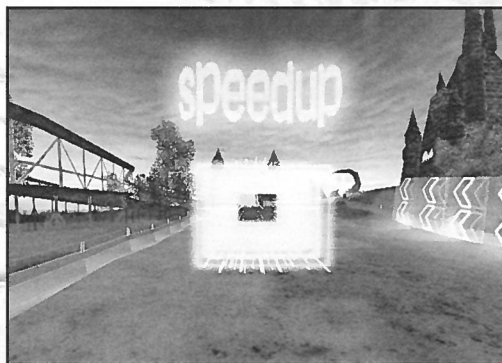
In normal tracks, when a monster vehicle comes in contact with fire, the wheels will burn, slowing it down. The fire can come from explosions or a fire launcher. To stop the wheels from burning and regain speed, drive through any pool you can find.

Objects and Power-ups

Trigger: Switches.



Speed Up: Drive across this platform to make your vehicle gain speed.



Shortcuts: When your vehicle hits the target a shortcut opens up.



Nitro Charger: When your vehicle passes through this element, you earn one more nitro use.



Cars: Smash cars and earn extra points.



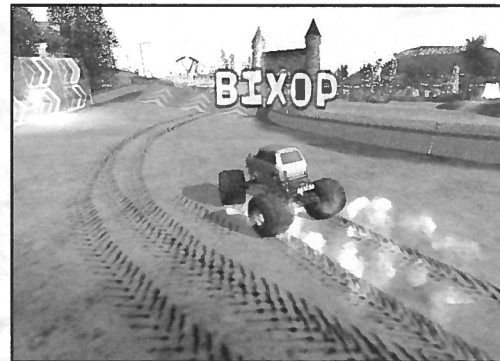
Pool: Find a pool of water to extinguish fire coming out of your wheels.



Sliding Wall Object: Reduce your speed or that of your opponent when you're about to collide with a wall.



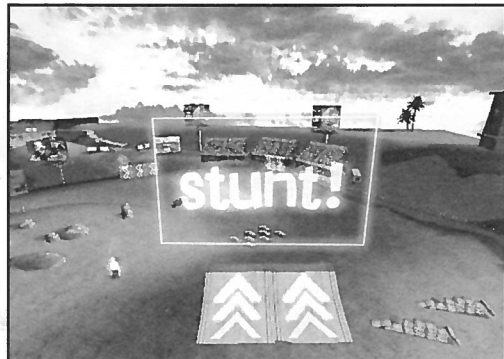
Fire: Reduce your speed when your wheels are on fire.



Launchable barrels: Throw barrels at your opponents to slow them down.

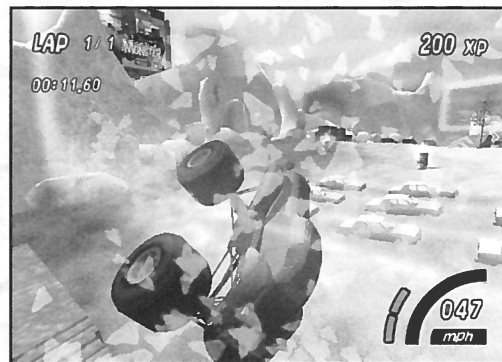
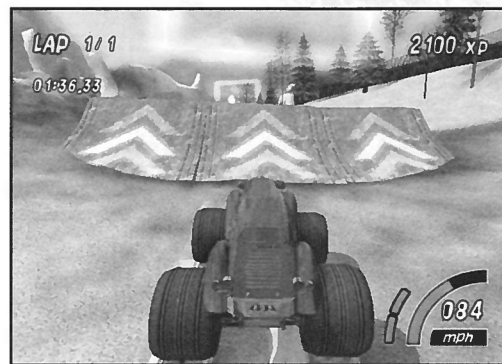


Ramp and Moving Ramp: Use to perform stunts.



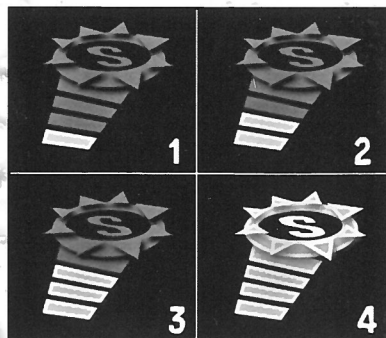
STUNTS SYSTEM

Drive onto ramps to perform stunts! Stunts can earn you extra points and charge up your nitro bar a little bit. There are eight different stunts you can perform.



In order to perform a stunt, pull and hold the right trigger and move the left or right thumbstick.

Stunts Indicator



When a stunt is about to be performed, a stunt indicator appears on-screen. You must fill the indicator in order to perform a stunt. If the stunt indicator is not full, the stunt will fail.

To fill the stunt indicator:

- Press the stunt trigger (default is the right trigger).
- Make sure you have two or more wheels on the ramp.
- Choose a stunt type.
- Release the stunt trigger.

MONSTER VEHICLES (THE GARAGE)

Big Rig

Speed							
Handling							
Shield							
Destruction							
Stunts							
Nitro							

Educator

Speed					
Handling					
Shield					
Destruction					
Stunts					
Nitro					

Classic Coupe

Speed				
Handling				
Shield				
Destruction				
Stunts				
Nitro				

Predator

Speed					
Handling					
Shield					
Destruction					
Stunts					
Nitro					

Sprinter

Speed								
Handling								
Shield								
Destruction								
Stunts								
Nitro								

E-Racer

Speed								
Handling								
Shield								
Destruction								
Stunts								
Nitro								

Old-School Sedan

Speed							
Handling							
Shield							
Destruction							
Stunts							
Nitro							

Mudhopper

Speed							
Handling							
Shield							
Destruction							
Stunts							
Nitro							

Vanguard

Speed							
Handling							
Shield							
Destruction							
Stunts							
Nitro							

Milejumper

Speed							
Handling							
Shield							
Destruction							
Stunts							
Nitro							

Crazy Cabby

Speed					
Handling					
Shield					
Destruction					
Stunts					
Nitro					

Enforcer

Speed						
Handling						
Shield						
Destruction						
Stunts						
Nitro						

Savior

Speed					
Handling					
Shield					
Destruction					
Stunts					
Nitro					

Extinguisher

Speed								
Handling								
Shield								
Destruction								
Stunts								
Nitro								

LOADING AND SAVING A GAME

Loading a Game

You can load another game at any time, provided you have saved a game file. To load a game, go to the Main Menu and choose the Player Profile option. The data will be loaded automatically and the different profiles with the games you have saved will be displayed; select the profile you want to load and press the A button.

Saving a Game

Once you're sure that everything is correct, go to the game's Main Menu and choose the Player Profile option. A list will appear: use the directional pad (press up/down) on your controller to choose either an empty space or one containing a saved game you want to overwrite. Now press right or left and select the Save option. If the space was empty, it will ask you to choose a name for the game (to do so, press up/down and left/right to choose the letters; then press OK to confirm the name). Once you have chosen the name, press the A button to confirm and the game will be saved automatically.

Note: Next to each saved game, you'll be able to see the hour and date on which that game was saved.

OPTIONS

Sound

Select Sound and confirm with the A button to access this menu. Here you can adjust the kind of audio output, the volume of the sound effects and music (headphones or speakers), and configure your Custom Soundtracks.

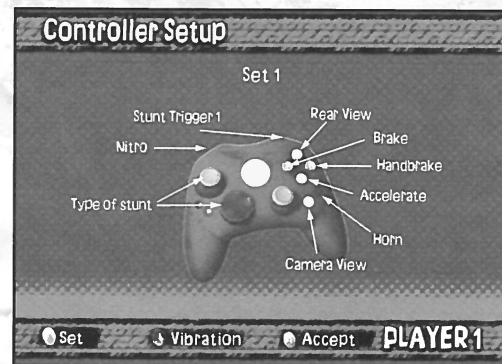
Note: MONSTER 4X4: WORLD CIRCUIT is presented in Dolby Digital. Connect your Xbox system to a sound system with Dolby Digital technology using a digital optical cable with an Xbox Advanced A/V Pack or Xbox High Definition A/V Pack. Select Dolby Digital in the Dashboard menu of the Xbox system to experience the excitement of surround sound.

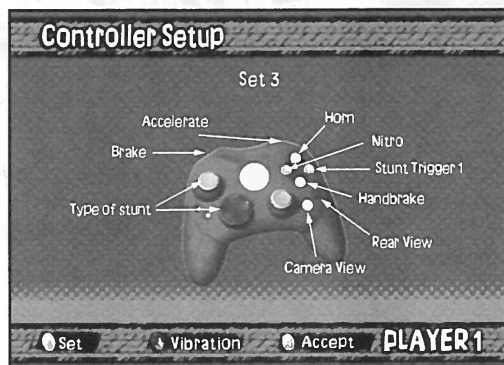
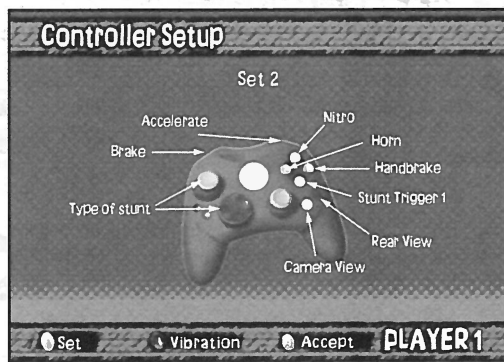
Custom Soundtracks

Use left or right on the directional pad to navigate through the available music folders. Press up or down on the directional pad to select a song. Add or remove selected songs by pressing the A button. Use the White button to add or remove all the songs in the currently selected music folder. Press the B button to create your custom. Tracks will play in random order during the game.

Controls

On this screen you can choose from three different control settings.





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Thanks,
The Ubisoft Team

MONSTER 4X4: WORLD CIRCUIT



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IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

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After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

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Phone: 919-460-9778

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Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

<http://support.ubi.com>.

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand. Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am-9 pm Eastern Time** (French language support available from 7 am-4 pm EST). While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

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Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

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